



Paladin 1
CLASS & LEVEL

Human Noble
RACE/ANCESTRY/HERITAGE BACKGROUND

STR
+3
16

+2 PROFICIENCY
BONUS

ARMOR
CLASS
(AC) INITIATIVE SPEED
18 +0 30 ft.

Armor Worn: chain mail, shield

HIT POINTS HIT DICE
12 1d10

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d8+3 slashing damage. (If used two-handed in melee, does 1d10+3 damage.)

Javelin. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d6+3 piercing damage. (If thrown, normal range to 30 ft.; disadvantage long range 31 to 120 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

No special notes.

DEX
+0
11

SAVING THROWS

+3 Strength Saves
+0 Dexterity Saves
+2 Constitution Saves
-1 Intelligence Saves
+3 Wisdom Saves *
+4 Charisma Saves *
* *Prof. bonus added*

CON
+2
14

INT
-1
9

WIS
+1
13

CHA
+2
15

RACE

Human Traits [PHB p. 29]

- Creature Type: Humanoid
- Age: 37 years old
- Medium Size (5' 11", 200 lbs.)

CLASS

Paladin Class Features [PHB p. 82]

- Divine Sense (sense good, evil 3 / day)
- Lay On Hands (heal 5 h.p. betw. long rests)

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: chain mail armor (AC 16), shield (AC +2), longsword, five (5) javelins, set of fine clothes, a signet ring, a scroll of pedigree, a purse. (This load is about 141 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 15 gold pieces (gp); 9 silver pieces (sp); 68 copper pieces (cp); 3 gems (worth 10 gp each)

Noble Background [PHB p. 135]

- **Feature:** Position of Privilege
- **Traits:** Keenly aware of social rank.. Spent year living in a distant land.
- **Ideal:** Pushing for democracy.
- **Bond:** Has spy in royal family.
- **Flaw:** Renown for repaying slights.

PROFICIENCIES & LANGUAGE

Armor: light armor, medium armor, heavy armor, shields

Weapons: simple weapons, martial weapons

Tools: gaming set (Dragonchess)

Saving Throws: Wisdom, Charisma

Skills: History, Medicine, Persuasion, Religion

Languages: Common, Goblin, Orc